NEW YORK WARRIORS

ENGLISH

In the mid 1980s organised crime in America started to get REALLY organised. Law enforcement agencies, and indeed the American Government itself, continually lost ground in the battle to restore order.

A crank religious organisation run by a shady character from the Bronx organised the spread of crime. Vast profits from drug-running operations were invested in the Wall Street money markets by the Church of The Third Coming, of C3C as it became known.

POST DETOX STATEMENT

For Immediate Issue to all new Warrior recruits upon regaining consciousness

The vision of novelist George Orwell was misplaced — in 1984 the world had been a relatively civilised place. But by 2014, Big Brother was alive, well, and operating under the guise of C3C. For years both your perception of reality and your moral judgement has been radically altered by mind-bending chemicals.

Fortunately for the chances of humanity, the criminals are unable to subdue everyone with their mega-addictive designer drugs. By a genetic fluke, some people are largely immune to the effects of the narcotics introduced by C3C into basic foodstuffs. Gradually, a resistance movement has evolved and leading scientists, technicians, strategists and weapons experts are recruited by this resistance organisation. We call ourselves The Warriors, and we have just put you through a detoxification process.

MISSION BRIEFING

Issued by Warrior Command 21/12/2047
BETA 3 SECURITY CLEARANCE ONLY

As you will have learnt from recent Global Telecasts, C3C's Inner Cabinet has unveiled a cynical plan they believe will force every Warrior in the world to surrender.

By quadrupling the narcotic content of New York's water supply, C3C has effectively put the city to sleep — only Warriors and C3C personnel are awake. C3C has planted a nuclear warhead in the World Trade Centre and has just announced that the bomb will be detonated if every Warrior in the world does not surrender.

As you read this, less than thirty hours remain till the expiry of the C3C deadline. You are about to mount one last ditch Warrior Mission — to disarm the nuclear warhead.

A short briefing follows. Warrior Command wishes you luck in your endeavours.

OPERATIONAL BRIEFING

Mission: Mercy Dash

Warrior Infiltration Agents have discovered the security system for the World Trade Centre is powered by two generators. One generator is located in the subways just south of the building, the other reached from a back alley in Chinatown. The only way to gain access to the World Trade Centre is via the roof, and unless the security system is disabled this will be impossible.

C3C's operatives in the World Trade Centre will detonate the bomb if an attempt is made to penetrate the building. The detonation device is a crude timer — finding the bomb and blowing up the the controller will prevent an explosion, providing the timer hasn't counted down to zero . . .

C3C's operatives in New York are roaming the streets in a frenzy of drug induced destruction. Virtually every human being still walking the streets is predatory, no matter how innocent they may appear to be.

A loose chain of command on the streets can call up reinforcements if you remain in one location for too long — a squad of operatives flying jetpacks will appear, and your weapons will prove useless against them. If the aerial squad arrives they will fly past and then return, dropping cluster bombs — the only defence is to take refuge to the far left or right of the current location.

The mission begins in Walt Whitman Park. Advance over Brooklyn Bridge onto Manhattan Island. Chinatown, where the first generator is located, is just west of the end of the bridge. Cut through City Hall Park and find the subway entrance to Broadway. At the end of the subway, take out the generator. Follow West Broadway or Church Street to the park in front of the World Trade Centre. From there, you will be choppered onto the roof of the World Trade Centre for final confrontation.

Weapons that are found on the streets include:

Fan-fire submachine gun
Missile launcher
Heat-seeking missile launcher
Cluster grenade launcher
Flame thrower

explore the terrain and look for them in out-of-the-way alleys as well as in the main throughfares.

GOOD LUCK

CONTROLS

AMIGA

Start FIRE, Restart — R, Pause — ESC, Music On/Off — M.

After you click the fire button to start the game, a screen will appear asking you to choose the difficulty level of the game.

Use the Joystick to select type of game:

EASY Easiest difficulty level. You may only continue game once after you have used up you original five lives.

NORMAL Moderately difficult. You may continue game twice after you have used up your original five lives.

HARD Very difficult. You may continue game three times after you have used up your original five lives.

FLAME Maximum difficulty. You may continue game twice after you have used up your original five lives. The only weapon you may utilize at this level is a flame thrower. But, don't worry — this particular flame thrower has unlimited fire power. TO RECHARGE FLAME THROWER — click fire button repeatedly.

SELECT ONE PLAYER GAME DURING DEMO MODE BY PRESSING FIRE BUTTON OF JOYSTICK IN PORT1 or 2.

SELECT TWO PLAYER GAME AND START SIMULTANEOUS PLAY AT ANY POINT IN THE GAME BY PRESSING FIRE BUTTON OF OTHER JOYSTICK.

If you add a second player, you will lose one continue play option.

SPECTRUM

Once the game has loaded use the Cursor keys to select desired option and press ENTER to toggle/select option. The program supports joystick or keyboard.

A re-define keyboard option allows you to select your own controls.

AMSTRAD

Once the game has loaded use the Cursor Keys to select desired option and press ENTER to toggle/select option.

The program supports joystick or keyboard. In two player mode player two must use the keyboard.

Keyboard controls for player 1: Z,X,F,C and G to fire,
Keyboard controls for player 2: <,>,+,? and] to fire.

DEUTSCH

STEUERUNG

AMIGA

Start: FEUER, Pause: ESC, Wiederaufnahme des Spiels: R-TASTE, MUSIK EIN/AUS: M-TASTE

Nachdem Sie den Feuerknopf gedrückt haben, um das Spiel zu starten, erscheint ein Bildschirm, mit dem Sie die Schwierigkeitsstufe des Spiels wählen können.

Benutzen Sie den Joystick, um die gewünschte Stufe zu wählen:

EASY Die leichteste Stufe. Nachdem Sie Ihre fünf ursprünglichen Leben aufgebraucht haben, können Sie das Spiel nur noch einmal fortsetzen.

NORMAL Mittlerer Schwierigkeitsgrad. Nachdem Sie Ihre fünf ursprünglichen Leben aufgebraucht haben, können Sie das Spiel noch zweimal fortsetzen.

HARD Sehr schwierig. Nachdem Sie Ihre fünf ursprünglichen Leben aufgebraucht haben, können Sie das Spiel noch dreimal fortsetzen.

FLAME Die schwierigste Stufe. Nachdem Sie Ihre fünf ursprünglichen Leben aufgebraucht haben, können Sie das Spiel noch zweimal fortsetzen. Die einzige Waffe, die Ihnen hier zur Verfügung steht, ist der Flammenwerfer. Aber keine Sorgen - dieser Flammenwerfer hat unbeschränkte Feuerkraft. Um ihn wieder aufzuladen, brauchen Sie nur den Feuerknopf mehrmals drücken

Für die Spiel-Vorführung wählen Sie den Modus für einen Spieler, indem Sie den Feuerknopf des Joysticks in Port 1 oder 2 drücken.

Der Modus für zwei Spieler kann jederzeit während des Spiels gewählt werden, indem der Feuerknopf des anderen Joysticks gedrückt wird.

Kommt ein zweiter Spieler hinzu, so verlieren Sie eine der Wiederholmöglichkeiten.

SPECTRUM

Wenn das Spiel geladen ist, können Sie mit den Cursor-Tasten die gewünschte Option hervorheben und durch Drücken der ENTER-Taste entweder diese Option wählen oder zwischen zwei Optionen hin und her schalten. Das Programm kann entweder mit dem Joystick oder der Tastatur gesteuert werden.

Eine Option (re-define keyboard) erlaubt es Ihnen, die Tastenfunktionen nach eigener Vorliebe zu bestimmen.

AMSTRAD

Wenn das Spiel geladen ist, können Sie mit den Cursor-Tasten die gewünschte Option hervorheben und durch Drücken der ENTER-Taste entweder diese Option wèhlen oder zwischen zwei Optionen hin und her schalten.

Das Programm kann entweder mit dem Joystick oder der Tastatur gesteuert werden. Beim Zwei-Spieler-Modus muß der zweite Spieler die Tastatur benutzen.

Tastatur-Steuerung für Spieler Eins: Z, X, F, C und G zum Feuern

Tastatur-Steuerung für Spieler Zwei: <, >, + ? und] zum Feuern

FRANCAIS

LES COMMANDES

AMIGA

Commencer: FEU, Recommencer: R, Pause: ESC, Musique Allumée/Eteinte: M.

Après que vous ayez cliqué sur le bouton FEU pour commencer le jeu, un écran apparaîtra et vous demandera de choisir le niveau de difficulté du jeu.

Utilisez le joystick pour sélectionner le type de jeu:

EASY (facile) Le niveau le plus facile. Vous ne pouvez continuer le jeu qu'une seule fois, après avoir épuisé les cinq vies que vous aviez au départ.

NORMAL Assez difficle. Vous pouvez continuer le jeu deux fois, aprés avoir épuisé les cinq vies que vous aviez au départ.

HARD (dur) Très difficile. Vous pouvez continuer le jeu trois fois, après avoir épuisé les cinq vies que vous aviez au départ.

FLAME Niveau à difficulté extrême. Vous pouvez continuer le jeu trois fois, après avoir épuisé les cinq vies que vous aviez au dèpart. La seule arme que vous pouvez utiliser à ce niveau est un lance-flammes; mais ne vous en faites pas: ce lance-flammes a une puissance de feu illimitée. POUR RECHARGER LE LANCE-FLAMMES, cliquez sur le bouton FEU plusieurs fois de suite.

SELECTIONNEZ UN JEU A UN JOUEUR PENDANT LE MODE DEMO EN APPUYANT SUR LE BOUTON FEU DU JOYSTYICK BRANCHÉ SUR L'ENTREE 1 OU 2.

SELECTIONNEZ UN JEU A DEUX JOUEURS ET COMMENCEZ UNE PARTIE SIMULTANEE A TOUT MOMENT PENDANT LE JEU EN APPUYANT SUR LE BOUTON FEU DE L'AUTRE JOYSTICK.

Si vous ajoutez un deuxième joueur, vous perdez une option de continuation de jeu.

SPECTRUM

Une fois le jeu chargé, utilisez les Touches de Curseurs pour sélectionner l'option voulue et appuyez sur ENTER pour faire per muter/sélectionner l'option.

Le programme supporte le joystick ou le clavier.

Une option de redéfinissión du clavier vous permet de sélectionner vous propres commandes.

AMSTRAD

Une fois le jeu chargé, utilisez les Touches de Curseur pour sélectionner l'option voulue et appuyez sur ENTER pour faire permuter/sélectionner l'option.

Le programme supporte un joystick ou un clavier. En mode à deux joueurs, le deuxième joueur doit utiliser le clavier.

Commandes au clavier du joueur 1: Z, X, F, C et G pour feu,
Commandes au clavier du joueur 2 : <, >, +, ? et] pour feu.

ITALIANO

CONTROLLI

AMIGA

Avvio: FUOCO, Pausa: ESC, Ripresa: R, Musica A/S: M

Dopo aver premuto il bottone di FUOCO per avviare il gioco, appare una videata in cui ti viene chiesto di scegliere il livello di difficoltà.

Per selezionare il tipo di gioco, usa il joystick:

EASY (FACILE) — Il livello più facile. Qui puoi continuare a giocare solo una volta, dopo aver esaurito le cinque vite di partenza.

NORMAL (NORMALE) — Difficoltà modesta. Qui puoi continuare a giocare due volte, dopo aver esaurito le cinque vite di partenza.

HARD (DIFFICILE) — Molto difficile. Qui puoi continuare a giocare tre volte, dopo aver esaurito le cinque vite di partenza.

FLAME (FIAMMA) — Difficoltà massima. Qui puoi continuare a giocare due volte, dopo aver esaurito le cinque vite di partenza. L'unica arma che puoi utilizzare a questo livello è un lanciafiamme. Ma non preoccuparti — questo particolare lanciafiamme ha una potenza di fuoco illimitata. PER RICARICARE IL LANCIAFIAMME — premi ripetutamente il bottone di FUOCO.

SELEZIONA IL GIOCO DA SOLO DURANTE IL MODULO DIMOSTRATIVO PREMENDO IL BOTTONE DI FUOCO SUL JOYSTICK ALLACCIATO ALLA PORTA 1 o 2.

SELEZIONA IL GIOCO A DUE E AVVIA ESECUZIONE IN SIMULTANEA IN QUALSIASI MOMENTO DEL GIOCO, PREMENDO IL BOTTONE DI FUOCO DELL'ALTRO JOYSTICK.

Quando aggiungi un secondo giocatore, perdi una opzione di continuare a giocare.

SPECTRUM

Dopo aver caricato, usa i tasti Cursore per selezionare l'opzione desiderata e poi premi INVIO per scambiare/selezionare l'opzione. Il programma accetta sia joystick sia tastiera.

Una opzione di ridefinizione tastiera ti permette di selezionare i tuoi controlli personalizzati.

AMSTRAD

Dopo aver caricato, usa i tasti Cursore per selezionare l'opzione desiderata e poi premi INVIO per scambiare/selezionare l'opzione.

Il programma accetta sia joystick sia tastiera. Nel modulo di gioco a due, il secondo giocatore deve usare la tastiera.

Controlli tastiera per giocatore 1: Z,X,F,C e G per sparare,
Controlli tastiera per giocatore 2: <,>,+,? e] per sparare.